

*The  
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*Issue 105/August 1997*

# The Carolina Command and Commentary

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**Editor**  
**Michael Lowrey**

**Editor Emeritus**  
**David Hood**

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## Game Starts:

*Diplomacy*: Have one, need six.

*Variants*: See Text.

*Acquire*: Have one, need three

*Outpost*: Have four, need two or more

*Destroyer Captain*: Continual openings.

Subscriptions: \$.75 per issue, \$1.25 overseas.

Gamefees: \$5 per game for Dip & Gunboat,  
otherwise free.

Current Standby List: Lutterbie, Kent, Holley,  
Taylor, Sheron, Whyte, Partridge, Scholl,  
Conlon, Easton, Milewski, Lurz, Davis

*The Carolina Command and Commentary* is  
available from Michael Lowrey, 6503-D  
Fourwinds Drive, Charlotte, NC 28212. Phone  
and fax: (704) 563-9226. Call before you fax !!  
Email: mlowrey@charlotte.infi.net

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## Random Notes

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Welcome to this, the 105th issue of *The Carolina Command and Commentary*. There, I wrote it out. Not much really new in the last month; my summer class ended, I had three weeks off, I go back to teaching on August 25th. I have a very nice schedule (for once in my life). Essentially, I work from 10:00am to 2:50pm Mondays, Wednesdays, and Fridays. And unbelievable as it sounds, I have no night classes. While this is no a first, it certainly has been a rare circumstance.

Let's talk game openings. I'm opening another Diplomacy waiting list. In addition, variant openings are Winter 1898, Viking Dip (with a map included hopefully next time), and Gunboat. Non-Dip openings are in Destroyer Captain, Outpost, and Acquire. On to the letters.

*David Partridge*

I had my own run in with the air fares recently. Had to fly out to Indianapolis on business and since the customer was paying, they routed me through Providence, Rhode Island to save money. The traffic wasn't a problem, so although it was quite a bit farther to drive it probably didn't take all that much longer than going to Boston would have, but it cost them \$300 instead of \$900!

*Randy Davis*

How's it going?

I enjoyed your poem thoroughly, do you often write poetry? I've had much of that sort of feeling going through my mind lately, as, to make a long story short, I have been separated from my wife much of this year. I've half a mind to write some poetry of my own and send it to you. Maybe I will, maybe I won't.

I'd like to mention that perhaps publicists of folding zines, due to lack of players, might advertise through other zines for players. Perhaps they might consider sending free issues to players they may have heard of, in an attempt to gain new players? I'd likely have heard signed up for a game in *Boast*, alas, it's too late now.

*Continued on page 11*

## Rethinking Capital Gains

In a free society, we assume that individuals are capable of making rational economic decisions based on their own situation and desires. Individuals, in other words, know what's best for themselves. With this in mind, the recent balance budget agreement, and the myriad tax and spending changes that go along with it, leave much to be desired. One of the best examples of this and biggest changes with the new law — and an area where reform was long overdue — is in the capital gains tax on home sales. While the virtual repeal of the tax on families is a far better arrangement than the old law, it goes too far in encouraging home ownership at the expense of other housing and investment options.

Under the old law, the owner paid capital gains tax (typically 28 cents on the dollar) of the difference of what he or she paid for a home and what they sold it for. Such tax payments could quite easily run into the tens of thousands of dollars. Given that mortgages typically run for 15 or 30 years, a great deal of the taxable gain was nothing more than inflation.

The old tax code did offer two ways around this tax hit. One was to buy a house that cost at least as much as the old home within two years of the sale; the capital gain was simply rolled into the new dwelling. The other possibility was to take advantage of a once-in-a-life time exemption from the tax. There were a number of restrictions: the home you sold had to be your primary residence. The exemption was limited to \$125,000 in capital gains and one had to be at least 55 to take advantage of it.

While these provisions made it fairly easy to avoid paying capital gains tax, the whole arrangement was still very poor public policy. These tax provisions, while perhaps good for the home building industry, often caused people to act not because of their own needs and desires but rather to avoid paying large tax bills. Once one was in the home ownership cycle — and home ownership was strongly encouraged by the mortgage interest deduction — the tax law very strongly encouraged you to buy a more expensive home when you moved regardless of your actual housing needs. And if someone were to discover at 45 that home ownership were no longer right for them, the tax code could impose a heavy price on

this option.

One unintended consequence was the growth of suburbs and urban flight. By virtually requiring people to buy a more expensive home, home sellers typically had to look for newer, larger houses being built on the fringes of cities. As Thomas Bier, head of the housing policy research center at Cleveland State University put it, "this single federal policy virtually dictates central city decline, and eventually inner city decline, because it creates an extremely strong push toward more expensive homes."

The solution, in this years balanced budget agreement, eliminates these issues, but is not without its own problems. Under the new law, couples will be able to exclude up to \$500,000 in profits from the sale of their home from capital gains tax. For single home sellers, the exemption is \$250,000.

Of course, these exclusions only further discriminate toward home ownership versus other housing or investment options. In today's society, buying a house is an investment, a rational choice made by most families after considering the tax implications. With the new federal tax rules — which apply retroactively to May 6 — clearly buying a house is a very wise investment. Where else can a family put their money, perhaps moving and selling after just a few years, and pay no tax on the profits while being able to write off the interest on the loan? Certainly not in the stock market, where dividends are taxed as income and capital gains, even under the new law, still face a 20 percent levee. And most certainly not by working, where most families are in the 28 percent marginally tax bracket.

While the changes in this year in the tax code are a step in the right direction, they fall far short of ideal. The purpose of the tax code is to generate revenue for the government. It should not be used as a complex set of incentives to favor certain groups, activities or choices over others. Why should those that can't afford to or choose not to buy a home be forced to subsidize via their income tax payments those that do? And why should those that save or invest be forced to pay more in taxes than those that buy and then sell a house?

—Michael Lowrey

## Colonel Moran Endgame Statements

*Paul Rautenberg* (Austria): By the time that I was called as a standby (W'02), the game was marred by numerous NMRs. The Tsar's 1902 abdication stalled his quick start in the opening seasons. Austria was mugged by R and I in the first couple of game years, and its units were shoved in a southerly direction. My idea was to form an Eastern Triple, to face the onset of German/Italian forces. The Tsar, however, chose to maintain the Austrian invasion, and mysteriously left himself wide open to the Anglo-Krauts. This was the deciding moment of the game. England feasted on Russian dots, and rapidly before a force to be reckoned with. Turkey decided that it wasn't worth facing the West with allies, and opted to grab for Austrian dots. I allied with Italy, having nowhere else to turn, but we could not stop the fluid expansion of French fleets. A/I chose to seek revenge against the R/T invaders of Austria, rather than leaving our respective lands open to partitioning by East and West alike. If E/F could settled their mutual lust for the Lowlands, the game was a foregone conclusion. As it appears, they did!

*David Partridge* (England/Draw): Well there's not too much to say about this game. When I came in it looked like a free for all among EFG. Not getting any positive responses from F or G, I made the first move as the best defense that I could.

After the first move it was obvious that F/G were working together and that John as Russia and I were also working well as partners. I was fully prepared at that point to work with Russia and make a good battle of it against F/G. Then, in response to my attempts to separate him from France, Germany made me an offer that I couldn't refuse. He renounced all interest in the win himself and offered to help an E/F take the board. France convinced me that he was in agreement with this. Russia was open for the stab and there really wasn't any choice. From then on, I was just along for the ride. Thanks to Frank and Vince for setting me up, to John for the first year's dealings, I think we could have had a lot of fun and done well if I hadn't been bought off with such a good offer.

*Pat Conlon* (Italy): This game ended the way it should have. There was no way the eastern players could have changed the outcome, despite Paul Rautenberg's best efforts.

Frank's first letter to me announced his intention to move into the Med and concluded with "There is little we can do now except establish lines of communications and perhaps share some tidbits of information..." Say what? You decided to move into the Med, but we don't have much to

*Continued on page 5*

Colonel Moran

GM: Marc Peters (Through Spring 1903)

Michael Lowrey

1991HK

Zine: So I Lied (Through Spring 1903)

Carolina Command & Commentary

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>
Austria	3	3	3	2	3
England	4	5	5	6	7
France	4	5	6	8	9
Germany	5	5	5	4	4
Italy	5	5	4	4	2
Russia	7	7	7	5	3
Turkey	4	4	4	5	6

Pete Clark	(Resign Spring 1901)
Paul Rautenberg	(Survive Fall 1905)
Sean Brown	(Drop Winter 1901)
Mark Frueh	(Drop Spring 1903)
David Partridge	(Draw Fall 1905)
Frank Easton	(Draw Fall 1905)
Vince Lutterbie	(Survive Fall 1905)
John Crosby	(Drop Fall 1903)
Pat Conlon	(Survive Fall 1905)
Jake Edge	(Drop Winter 1900)
Dale Bakken	(Resign Spring 1902)
Lance Ottman	(Drop Spring 1903)
John Daly	(Survive Fall 1905)
Dan Sellers	(Drop Spring 1902)
Paul Milewski	(Survive Fall 1905)

## Konrad Adenauer (97??) Game Start

<i>Austria</i>	Ed Rothenheber	11757 Love Tree Ct	Columbia MD 21044
<i>England</i>	Kevin Wilson	373 Gateford Dr	Ballwin MO 63021
<i>France</i>	Matthew Matz	4805 Cara Ct	Chester Springs PA 19425
<i>Germany</i>	Timothy Scholl	829 South 13th, Apt 4	Lincoln NE 68508
<i>Italy</i>	David Partridge	15 Elmer Dr	Nashua NH 03062
<i>Russia</i>	Pat Conlon	PO Box 1413	Mammoth Lakes CA 93546
<i>Turkey</i>	Doug Hooper	1653 Allens Ferry Rd	Smithville TN 37166

### Supply Center Chart

<i>Austria</i>	(3)	bud, tri, vie
<i>England</i>	(3)	edi, lon, lpl
<i>France</i>	(3)	bre, mar, par
<i>Germany</i>	(3)	ber, kie, mun
<i>Italy</i>	(3)	nap, rom, ven
<i>Russia</i>	(4)	mos, sev, stp, war
<i>Turkey</i>	(3)	ank, con, smy

GM: Michael Lowrey 6503 - D Fourwinds Drive Charlotte NC 28212 (704) 563-9226

Deadline: Spring 1901 orders are due September 20.

Notes: The Spring 1901 deadline has been extended by player request.

## Colonel Moran

*Continued from page 4*

talk about!?!? When I vociferously objected to his entry into the Med, he responded with "disappointment" with my tone! He was invading my territory, but disappointed with my tone of objection. And he closed by claiming that his second letter was being mailed too late for me to change my orders, but was still only meant to open keep lines of communication between us. Frank, you closed lines of communication between us. I could have handled Turkey without your kind of "help", as I demonstrated when I persuaded Milewski to retreat from the Ionian and then took Serbia. Frank, you were second only to Rautenberg in the quantity and quality of your correspondence. Under other circumstances we should have allied as like-minded negotiators. But this time you completely brassed me off.

When I took over this position, A/I were fighting, which is as smart as shooting oneself in the foot. The result, as always, was a Russian army in Budapest, a Turkish fleet in Ionian and a convoy to Apulia waiting in the wings. From previous games I knew I could work with Paul R.

no matter how mixed our units were. So I finished about in letters to Milewski and Daly, looking for a deal that would allow me to survive, give me a defensible position, and maybe even grow. Daly just didn't write enough; Milewski seemed too simple (you know, the kind who starts 1901 with a plan to attack Russia and tells the Russian player so in his first letter).

So my first goal became to retake the Ionian and secure a defensible position. I persuaded Milewski to retreat from Ionian so that he and I could work together. Then I took Serbia. That would have given me a very secure position, but for the French attack. There was no way I could fight both France and Turkey. True to my initial impression of him, Milewski appeared to be an enemy for life. I had little negotiating room left. All that might have been open to me would have been to throw all my centers to one or the other. But the thought of giving aid to either of those two just didn't appeal to me. I am very happy not to play this position out any further.

*Michael Lowrey:* Many thanks go to Paul Rautenberg and Paul Milewski for their help with the supply center history of this game.

## Drake Turn Twelve

GM: Michael Lowrey 6503-D Fourwinds Drive Charlotte NC 28212 (704) 563-9226

Deadline: Turn Thirteen orders are due September 20.

David Hood	Hickory Instellar Colonial Kingpins (HICK)
Keith Oschman	Galactic Unicorn
Vince Lutterbie	Vince's Winches
David Partridge	Barsoom Project
Pat Conlon	Spacehog

1. *HICK* opens and wins the bidding on an Orbital Lab at 50 (Mi19, Ti12, Ti10, Ti9). *HICK* also purchases another Titanium factory (Ti10, Wa9, Wa9, Or2), which is manned by a crew that had formally been in ore production.
2. The *Barsoom Project* starts the bidding on the Scientists upgrade, which *Vince's Winches* finally acquires for 77 (Re15, Re13, Wa8, Wa6, Wa5, Wa5, Or5, 20 discount). The *Barsoom Project* then buys a Titanium factory (Ti11, Wa9, Wa8, Or2) and transfers crew from ore product to man the new plant.
3. *Spacehog*, depressed over not winning the Scientist card, instead bids and gets an Orbital Lab for 50 (Ti12, Ti10, Ti10, Wa10, Ti8).
4. *Vince's Winches* is content with the Scientist upgrade they just bought.
5. *Galatic Unicorn* purchases a water plant (Wa 10, Wa4, Or4, Or2) and transfers population from an ore plant to man it.

### Factories/Upgrades

Outpost	Factories	Upgrades	VP
<i>HICK</i>	OrF, OrF, 2xWaF, 5xTiF	HE, No, EP, OL, OL, Ou	29
<i>Barsoom Project</i>	OrF, OrF, WaF, WaF, 3xTiF	DL, Wh, HE, No, EP	19
<i>Vince's Winches</i>	OrF, OrF, WaF, WaF, WaF, WaF	DL, DL, No, Sc, Sc, Ro	16
<i>Spacehog</i>	OrF, OrF, WaF, WaF, TiF, TiF, TiF	DL, Wh, HE, OL	14
<i>Galatic Unicorn</i>	OrF, OrF, WaF, WaF, WaF, WaF	Wh, Wh, HE, No	9

Purchase Order: HICK, Barsoom, Vince's, Spacehog, Unicorn

Colony Upgrade Cards Available: Outpost (100), Ecoplants (50), Laboratory (100), 2 Robots (50)

Notes: Minimum bids are listed in parenthesis.

Old Proposals: *HICK* win and restart fails (see below).

Press: *Spacehog-HICK*: I hope I beat you to that Scientist and you don't get another chance to break into Research/New Chem for six turns.

*GM-Spacehog*: I'm not entirely sure this game will go six more turns...

*Spacehog-GM*: I vote, "Hell No."

Your production cards are:

# Eduard Shevardadze (97E) Spring 1903

<i>Austria</i>	Eric Mikulaninec	2529 North Halsted, Apt N-1 Chicago IL 60614
<i>England</i>	Steve Cooley	23927 Ranney House Ct Valencia CA 91355
<i>France</i>	Matthew Matz	4805 Cara Ct Chester Springs PA 19425
<i>Germany</i>	Jim O'Kelley	664 West Irving Park Rd, Unit I6 Chicago IL 60613
<i>Italy</i>	Rob Hensley	1314 Joni Dr Louisville KY 40216
<i>Russia</i>	Randy Davis	3019 Bertram Ct Concord CA 94520
<i>Turkey</i>	Stephen Mayer	9454 Hawksmoor Ln Sarasota FL 34228

## Supply Center Chart

<i>Austria</i>	(5)	bud, gre, ser, tri, vie
<i>England</i>	(6)	bre, edi, lon, lpl, nwy, stp
<i>France</i>	(2)	par, por
<i>Germany</i>	(7)	bel, ber, den, hol, kie, mun, swe
<i>Italy</i>	(6)	mar, nap, rom, spa, tun, ven
<i>Russia</i>	(4)	mos, rum, sev, war
<i>Turkey</i>	(4)	ank, bul, con, smy

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Deadline: Fall1903 orders are due September 20.

Notes: Steve Cooley's back in California. Press is on page 9.

<i>Austria</i>	A Vie-Boh, A Tri-Tyl, A Bud S A Ser, A Ser S F Gre, <u>F Gre S Ita A Tun-Bul (nso)</u>
<i>England</i>	F Mid C A Lon-Gas, F Eng C A Lon-Gas, A Lon-Gas, <u>A Bre S A Lon-Gas</u> , F Nth-Nwy, F Stp(nc) S F Nth-Nwy
<i>France</i>	<u>A Par-Bre, A Gas S A Par-Bre</u>
<i>Germany</i>	<u>F Swe-Nwy</u> , F Bal C A Kie-Lvn, A Kie-Lvn, A Ber-Pru, A Sil S A Ber-Pru, A Ruh-Bur, A Bel S A Ruh-Bur
<i>Italy</i>	A Spa-Por, A Tun-Naf, F Rom-Tyn, <u>F Aeg S F Ion-Eas (d. ion. orb)</u> , F Ion-Eas, F Lyo-Wes
<i>Russia</i>	A War-Gal, A Ukr S A War-Gal, A Pru-War, <u>F Rum-Bul (ec)</u>
<i>Turkey</i>	<u>A Bul-Gre</u> , A Con S Russian F Rum-Bul (ec), F Smy S F Eas-Aeg, F Eas-Aeg



# Arleigh Burke (96J) Fall 1908

<i>Austria</i>	Pat Conlon	PO Box 1413 Mammoth Lakes CA 93546
<i>England</i>	Paul Milewski	7 Mallard Drive Amelia OH 45102
<i>Germany</i>	Melinda Holley	1823 Enslow Blvd Huntington WV 25701
<i>Italy</i>	Stephen Mayer	9454 Hawksmoor Lane Sarasota FL 34238
<i>Turkey</i>	Steve Cooley	23927 Ranney House Ct Valencia CA 91355

## Supply Center Chart

<i>Austria</i>	(3)	bud, mos, sev	Build one
<i>England</i>	(11)	bel, bre, edi, hol, lon, lpl, <b>mar</b> , nwy, par, <b>spa</b> , stp	Build two
<i>Germany</i>	(6)	ber, den, kie, mun, swe, war	
<i>Italy</i>	(4)	<b>mar</b> , nap, por, rom, <b>spa</b> , <b>tri</b> , ven	Remove one
<i>Turkey</i>	(10)	ank, bul, con, gre, rum, ser, smy, <b>tri</b> , tun, vie	Build one or two

GM: Michael Lowrey 6503 - D Fourwinds Drive Charlotte NC 28212 (704) 563-9226

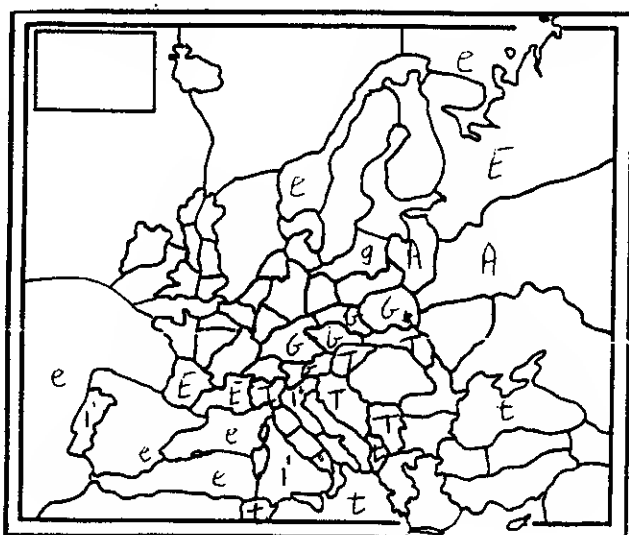
Deadline: Winter 1908/Spring 1909 orders are due September 20.

Old Proposal: ET draw fails (3 to 1)

New Proposal: ET draw Please vote. Not voting = yes.

Notes: Steve Cooley is back at his normal address. Press is on page 9.

<i>Austria</i>	<u>A Lyn S Turkish A War-Pru (nso), A Mos H</u>
<i>England</i>	<u>A Stp-Mos, F Bar S F Nwy-Stp (nc), F Nwy-Stp (nc), A Mar H, F Lyo S F Wes, F Mid-Spa (sc), A Gas S F Mid-Spa (sc), F Bre-Mid, F Wes S Turkish F Tun-Tyn</u>
<i>Germany</i>	<u>A War r Pru, A Kie-Mun, A Mun-Tyl, A Boh S A Mun-Tyl, A Pru-War, A Sil S A Pru-War, F Den-Bal</u>
<i>Italy</i>	<u>F Tri r Ven, F Nap S F Tyn, A Pie S F Ven, F Por H, A Tyl S F Ven (d, ann), F Tyn H, F Ven H</u>
<i>Turkey</i>	<u>A War H (d, ukr, otb), A Tri S A Vie, F Tun-Tyn, F Bla H, A Rum-Gal, A Vie S A Rum-Gal, A Ser S A Tri, F Alb-Ion, F Adr S F Alb-Ion</u>





# Dispatches From the Front

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## Arleigh Burke

Constantinople-Tuscany: Hey, it wasn't me writin' that bogus press, dude. Yer, like, totally outa line.

Rome-Constantinople: My apologies for thinking you wrote my press; just assumed the Sultan was also Emperor of Austria-Hungary too.

Turkey-Austria: I thought I was gonna nail ya. I've got a letter from Melinda. I've saved it for just such a challenge. But, your parenthetical phrase saved you—the letter's from 1986!

Turkey-Austria: OK, OK! It's just a postcard, mangled beyond recognition, but I can make out a faint West Virginia postmark, so I assume it's from Melinda.

## Eduard Shevardadze:

Russia-England: Italy's position ain't bad either. Certainly the tide will shift this game year, soon we'll see who's going for the solo.

Germany-England: You win the Dip tournament at AvalonCon, and you're asking me to be nice to you?

Germany-England/Russia: Yes, but as the same songwriter also said, "You better start swimming or you'll sink like a stone."

Rome-Moscow: Cease and desist your march westward! You threaten the innocent German peoples.

Germany-Russia: If this move doesn't work, perhaps I'll finally give in to your pen. And I meant everything I said.

London-Berlin: You know, for the biggest guy on the board, you're pretty paranoid. Please don't squash me!

Germany-Saudi Arabia: We'll always have GenCon.

Russia-World: Who called for that separation shit? Why slow down a mail game, that's already slow enough?!

GM-Russia: Well, since a separation requires at least 1/3 of the players to request one, you might assume that at least three of the players in this game...

Russia-Turkey: Since we're so tough, things should start going our way soon.

Germany-Turkey: There was a young man whose chin was marked by a massive grin.

Along came a bloke  
who with one might poke  
bashed that grinning chin in.

That's your second and last warning.

London-Rome: Call me old-fashioned, but that build looked anti-English. It would be anti-French, but he's preparing for his next game.

London-Gascony, ex. Paris: No, sorry, I have too much of a life for Drew. But, if it's a bite you want, how about eliminated in '03?

Rome-Paris: I hear the Spanish coast is nice this season. Anyone have a line on tickets for the bull fights?

Germany-France: And seven words for you: I got your Vichy France ... right here.

## Bonefish Turn Seven

Vince "The Drill" Lutterbie	Plays D12	Buys 3 American
Pat Conlon	Plays F3	Buys 2 American
Ed Rothenheber	Plays G7	Buys 2 American
David Hood	Plays G6	Buys 3 Continental

	A	C	E	I	L	T	W	\$
Size	2	3	4	2	2	6	5	—
Price	300	500	500	400	200	600	600	—
Bank	1	13	15	24	19	5	15	—
P. Conlon	8	4	4	-	-	3	3	0
D. Hood	-	3	-	-	3	7	7	400
V. Lutterbie	7	-	-	-	3	10	-	1500
E. Rothenheber	9	3	6	1	-	-	-	600

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Deadline: Turn eight orders are due September 20.

Order: Conlon, Rothenheber, Hood, Lutterbie

## Seydlitz Turn Game Over

2:47 AM: At close ranges, desperate actions are sometimes taken. Such was the case for the *Artigliere*, which in an attempt to sink the *Ajax*, choose to turn out of her crossed position and engage in a running gunnery duel at 1,800 yards. Even after being battered for 45 minutes by Italian shells, and with her radar and main gunnery control out, the Italian destroyer was just too easy of a target for the British cruiser. The gallant *Artigliere* took ten hits over five minutes, caught fire, and started to sink.

The *Ajax*, of course, also took a fair amount of punishment from *Artigliere* but even more so from the *Camicia Nera*. Still, armor has its advantages. The 7,000 ton cruiser did have a turret put out of action, take even more hull damage, and would need the services of a dockyard for lengthy

repairs, but she survived with the necessary speed for the British to win the game despite loosing her radar early on. (*Ajax* had only 3 of her 29 hull boxes left in tact... close Keith, ever so close...). And as four Italian ships were sunk, it is a strategic victory at that.

This result matches the historic outcome; despite a large numerical advantage the Italians' poor equipment and training meant that on a ship-for-ship basis that they were inferior to their British opponents. The Italian shortcomings certainly showed here, despite competent play by the Italian commanding officer.

End game statements are due September 20. Players: Teresa Armstrong was commanding the *Ajax* while Keith Oschman was the Italian commander.

Ship	Speed	Plot	Direction	Notes
<i>Ajax</i>	4	X8-X7-X6-X5-X4	6	
<i>Alcoine</i>	?	?	?	
<i>Ariel</i>	-	Y7	-	Sunk
<i>Artigliere</i>	4	U9-V9-W7-W6	6	Sunk
<i>Camicia Nera</i>	4	AA8-BB9-CC9-BB10	4	

## Random Notes

Continued from page 2

Would you possibly place a rule clarification in the next issue? I believe many players do not understand the Beleaguered Garrison rule, and I'd like to see it stated in CCC.

»My writing poetry is a recent development. In part it's a response to the boredom of office hours, were I'm sort of stuck with not much to do. I also tend to dwell on things which doesn't help matters any. I would agree with a couple of my friends that have said that it's therapeutic — it's far more productive to write bad poetry than throw pillows into my dresser.

While I think publicity about zines that desperately need players would help, the bigger problem is the size of the postal gaming pool continues to shrink. Fewer players means fewer games filled which leads to fewer zines.

The Beleaguered Garrison rule (IX.5 in the 1982 rules) works like this: if a unit is caught between two equally well supported attacks, it says were it is. Example: Austrian A Vie H, Russian A Bud-Vie, A Gal S A Bud-Vie, Italian A Tyl-Vie, A Tri S A Tyl-Vie. In this case, both the Russian and Italian attacks are equally well supported. The attacks stand each other off; the Austrian A Vienna, the "Beleaguered Garrison" remains in Vienna as no attack succeeded in dislodging it. In the actual adjudication, I would underline A Tyl and A Bud's orders to indicate that they failed.

*Brendan Whyte*

"Her red ride"? Tell me more...! Hey, your love poetry is almost as bad as mine! Any woman that causes me to emit ode-alatory deserves all she gets!

»It's pretty straight forward. I fell hard for a friend. She said no. And now, a year later, I'm kind of over it. Anyway, Jenni, since I've known her, had this garbagy Cavalier for her car. It was constantly giving her problems. Then, about 16 or 18 months ago, she got a red 1995 Saturn. She was so proud to have that car. She would wash it twice a week. So what happened, in the course of being very hung up on her, every red car or Saturn (and

especially every red Saturn) I saw reminded me of her. And, I might add, I honestly wish her well.

*Denis Jones*

Nightmare time here. New TV, new video, and that meant no holiday. Well I did not own a video before, so it's new gadget time. Well if the old TV had not been finally bitten the dust, it would have meant Prague, but it'll have to wait...

Now we've got a load of strikes called at work, so that could, well would, screw up an expensive skiing holiday plan. If only our management had read their own rulebook before sacking one of our union officials — and it should not take 5 1/2 months to make your mind up. Still I've had one nice long weekend off work and have become a convert to a 4 day working week. I need the pay of the 5 1/2 day week I do at the moment, so there is a problem...

Came across a few interesting records: 16 Horsepower's *Sack Cloth'n Ashes* is a nice odd record, if you like odd US countryish bands with biblical references left, right, and center. *Turn On* is an odd LP made by members of Stereolab and The High Llamas. The *Tindersticks* latest LP is brilliant, but you don't like them do you, but try and hear *The Ballad of the Tindersticks*, a wonderful satire on the music industry. Also on my list are Spiritualized's *Ladies and Gentlemen We are Floating in Space*, which is 70 minutes of trip out sounds and Penthouse *Gutter Erotica*, the son of Jon Spencer and the Jesus Lizard. And Gold Blade songs can now be heard sung by the West Central Friday German Lager Appreciation Society, when the pubs close. Yes I am involved and I am old enough to know better... as are my work mates.

I am also old enough to know better then to read your poetry. I found it quite funny, but then irony is not a fixture in American humour is it.

»Here's a weird one for you. The night before I got this letter, I saw Spiritualized here in Charlotte. Good show, though I left before it was over — they started very late (1:15am) and I was brain dead by 2:00am. I've heard 16 Horsepower before and even played them on the radio; Dan Sellers is a big fan. Not much really new musicwise; I've mainly been buying old reggae as I'm doing the reggae show at the station now.

—MPL

**Michael Lowrey**  
**6503-D Fourwinds Drive**  
**Charlotte, NC 28212**



CHARLOTTE NC 282 18:00 08/26/97 1SS #5

Doug Kent T  
10214 Black History Rd  
Dallas TX 75243

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